Mountain Madness
SUPER PRO SKIING

9007-SP

INTELLIVISION™
Intelligent Television

No. 9007

MOUNTAIN MADNESS

Super Pro Skiing

INSTRUCTIONS

For One to Six Players

THIS GAME DOES NOT USE HAND-CONTROLLER OVERLAYS

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TO BEGIN

Turn power switch **OFF**, insert cartridge, turn power switch **ON** and press **RESET**. MOUNTAIN MADNESS -SUPER PRO SKIING title screen appears. Press any **KEY** or the **DISC**.

SELECT NUMBER OF SKIERS

Up to six skiers can compete for best downhill time. Press 1 to 6, then press **ENTER**. Each skier is assigned a different color; each skier's time is shown in his or her color.

SELECT GATE WIDTH

The downhill course is defined by pairs of flags, or "gates," that you ski through. Select wide gates by pressing 1 (Downhill). Select more challenging narrow gates by pressing 2 (Slalom). Select no gates, allowing you to choose your own path down the mountain, by pressing 3 (No Flags). After pressing 1, 2, or 3, press **ENTER**.

SELECT COURSE

Select from 32 built-in courses, each with its own obstacles and challenges, or choose a new course, designed either by you or by the computer. Press 1 to 32 to select one of the built-in courses (see below on previewing courses), press 33 to have the computer design a new course ("helicopter skiing"), or press 34 to design a new course yourself. After you make your selection, press **ENTER**.

PREVIEW BUILT-IN COURSES

You may preview any of the 32 built-in courses before selecting one. Press 1 to 32, as described above, but before pressing **ENTER**, press the **DISC**. A map appears, with the main characteristic of each course segment color-coded:

Green: Clear skiing
Dark Blue: Icy patches
Gray: Moguls (bumps)
Light Blue: Powder (unpacked snow)

Warning: Only the MAIN characteristic is color-coded; for example, a green segment may include a mogul, or a gray segment may include an icy patch. Also, patches of ground do not appear on the preview!

Press the **TOP** and **BOTTOM** of the **DISC** to see the entire course. Press any **KEY** to return to the SELECT COURSE SCREEN. Press **ENTER** to ski the course; press **CLEAR** to preview or select another.

HELICOPTER SKIING

Pressing 33 followed by **ENTER** causes a new course to be created at random by the computer. This simulates "helicopter skiing"—the thrill of a helicopter dropping your ski party at the top of an uncharted mountain. (For the complete sensation of uncharted territory, Helicopter Skiing should be selected after the No Flags option, although you can still select Helicopter Skiing with Downhill or Slalom gates.) The course is different every time you select this option.

CREATE YOUR OWN COURSE

Pressing 34 followed by **ENTER** displays the COURSE EDITOR SCREEN. String together from 3 to 15 course segments to build a new course. Press the **TOP** or **BOTTOM** of the **DISC** to display the 28 available segments, one at a time. Press **ENTER** to add the displayed segment to the course; press **CLEAR** to erase the last-added segment. Press 0 (ZERO) when done.

Note: The segments are color-coded by main characteristic as in PREVIEW BUILT-IN COURSE, above. Each segment may contain other obstacles that will only show up when you actually ski the course.

SELECT SLOPE

Enter the slope, from 1 to 15, for each skier in your party. The higher the slope, the faster you accelerate down the course. Start with lower numbers until you have mastered turning and jumping. Press **ENTER** after selecting the slope for each skier.

PREVIEW COURSE

A map of the course now appears, color-coded as described in PREVIEW BUILT-IN COURSE, above. Press the **BOTTOM** and **TOP** of the **DISC** to view the entire course. When you are familiar with the course, press any **KEY** and get ready to hit the slopes!

THE RACE IS ON

The first skier is in the starting gate. Press the **DISC** to start the clock and the skier starts down the mountain!

YOUR CONTROLS

Each skier can use either hand controller. If more than two people are skiing, take turns with the controllers.

DISC -Press **LEFT** and **RIGHT** side of **DISC** for "snowplow" turn (slows you down).

TOP SIDE KEYS -Hold down while pressing **DISC** for "parallel" POWER TURN (does not slow you down).

BOTTOM SIDE KEYS -Jump over obstacles.

Note: Hit certain obstacles or try to ski backwards and you'll fall! You'll get back up automatically, but you'll have wasted precious time!

GATES

The left flag changes color for each gate you ski through. A 2-second penalty is added to your time for each gate you miss. It's okay to knock over a flag as you go through the gate, but it will slow you down. It's also okay to pass through a gate from below; if you pass a gate to the side, turn, ski uphill into the gate, then turn and ski back down.

TERRAIN & OBSTACLES

Learn to recognize the various obstacles. You can jump over some; some you have ski around.

Trees–Knock you down when hit.
Flags–Slow you down when hit.
Icy Patches (dark blue lines)–You can't turn on ice.
Powder (light blue dots) -Slows you down.
Moguls (gray bumps)–Knock you down.
Patches of Ground (brown spots)–Knock you down.

BEST TIME WINS

Each skier has 3 chances for the fastest time. Skiers race in order through Heat 1, 2, then 3. The clock records the time, adding the 2-second penalty for each missed gate.

The time for each run appears at the finish line. The best time so far appears at the starting gate. After the third heat, the best time for each skier is shown. The skier the lowest time wins. All times are shown in the color of the skier.